SUNSOFT™

for the Nintendo Entertainment System®

* NES-VM-USA

BLASTER MASTER™

Instruction Manual

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SUNSOFT™ warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT™ or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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PRECAUTIONS

Be sure to turn the power OFF before inserting the cartridge or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

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FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM®

Thank You...

for purchasing the SUNSOFT "Blaster Master" Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

Contents

	Page
Game Story	**2**
How to Play	**4**
Joystick Operation	**5**
On Screen Gauges	**6**
Menu Screen	**8**
Stage Maps	**10**
Mutant Bosses	**16**

Game Story

This game is about a guy named Jason.

Jason had a pet frog named Fred. One day, Fred decided he had enough of being locked up in a fish bowl and made a dash for the door. As fate would have it, Jason was there when all this happened and he gave chase. Once outside, Jason was totally amazed to find Fred running toward a huge radioactive chest. As soon as Fred touched it, he grew to an enormous size, and the radioactive chest fell into the earth along with Fred. Jason tried to reach for Fred but fell into the hole along with him.

When Fred landed, he found himself alone next to a huge armoured vehicle. This was not just any vehicle, but one designed for the ultimate challenge against the radioactive mutants living under the Earth's crust. These mutants, created from escaped radioactive waste, are controlled by the Plutonium Boss.

Your mission is to fight your way and destroy the Plutonium Boss before he destroys you.

Along the way to your final encounter are many warlords of the underground you must destroy.

How to Play

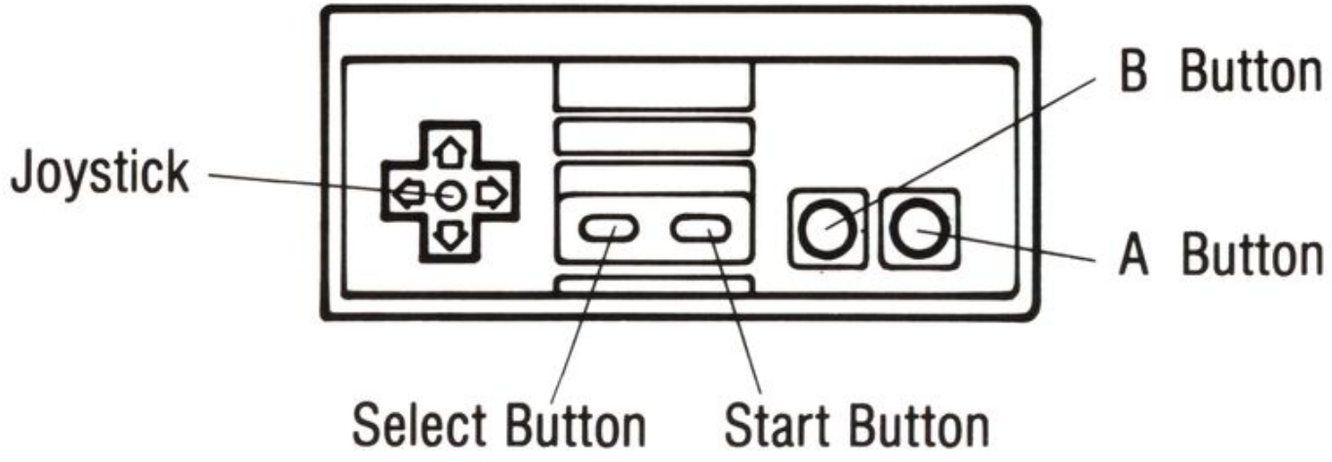
Blaster Master has eight levels in all. To complete some levels, you must return to lower levels — we've given you a map to help find your way (located on pages 10-15).

Blaster Master is a one player game. No scoring is provided. Your mission is to survive and destroy the mutants.

This game has two modes. One mode in which you are inside your vehicle, and a second in which you must venture out of your vehicle. Small doorways will indicate where you must leave your vehicle and fight on your own.

In the Menu screen (described on page 8), you can monitor and choose weapons earned for use against the mutants. To stay alive, you need to maintain your power gauge shown on screen at all times. You can increase power by catching power balls. **If you perish from lack of power, you can continue. To do this, use the select button to choose continue or end, then press start. However, you only have five chances to continue per game.**

Joystick Operation



Joystick - Maneuver Jason and Vehicle (Vehicle can shoot up or down, left or right)

Select Button - To jump out of/into Vehicle
*not used

Start Button - To begin new game
To enter menu screen/pause

A Button - Jump
*hand grenades

B Button - Guns

*indicates when Jason is out of vehicle.

On Screen Gauges

"Power" -

You need power to stay alive. When power runs out, you lose one life. There are 3 lives per game. To gain extra power, catch power capsules for one extra unit. Gain 4 extra units by catching a flashing power capsule.

"Hover Gauge" -

Thrust for the Hover feature can be monitored with the Hover gauge. Hover cannot be obtained until the "Mutant Boss" in stage 3 is defeated. You can earn more Hover thrust by shooting/ catching Hover capsules. You can earn 4 units of thrust by catching a flashing Hover capsule.

"Gun Energy Gauge" -

Appears only when Jason is out of his vehicle. You can increase gun ammo by catching gun capsules. Your gun power will be decreased by hits from the mutants. You can earn 4 ammo units by catching a flashing capsule.

Menu Screen

Press start to enter Menu Screen.

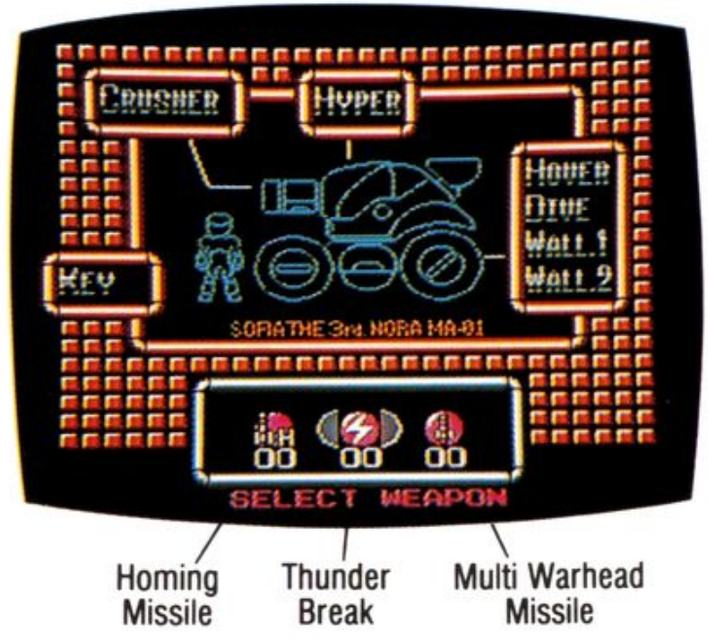
The Menu Screen can help you to confirm what weapons you have and to choose your weapon options.

Weapons and Vehicle Functions will appear in the Menu Screen after they have been earned. A new weapon or function will be earned after destroying the "Mutant Boss" in each level.

Weapons/Vehicle Functions Chart

Boss Destroyed In...	Weapon	Function
Stage 1	Crusher	Super Cannon
Stage 2	Hyper	Wall Crushing
Stage 3	Hover	Can Hover
Stage 4	Key	Can open a certain door
Stage 5	Dive	Free swimming under water
Stage 6	Wall I	Can climb walls
Stage 7	Wall II	Can climb ceilings

Special Weapons:



There are 3 special weapons that can be earned by catching certain objects during game play. The amount of these weapons you have is shown under each weapon. To use a special weapon, press down on the joystick and "B" simultaneously. Move the joystick left or right to choose a special weapon.

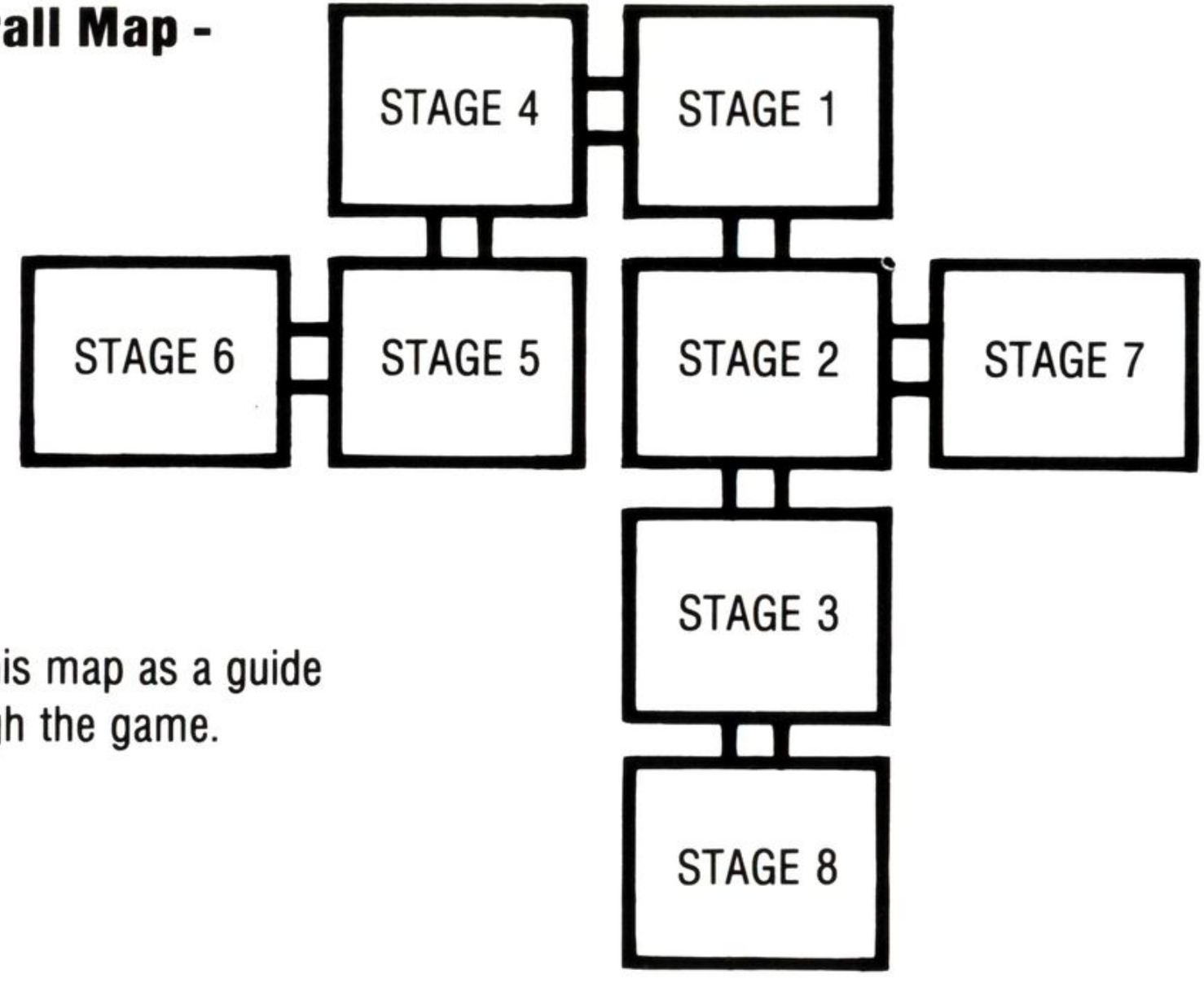
Homing Missile - This heat seeker homes in on target.

Thunder Break - An electromagnetic lightning wave destroys enemies.

Multi Warhead Missile - Destroys enemies with 3 missiles at one time.

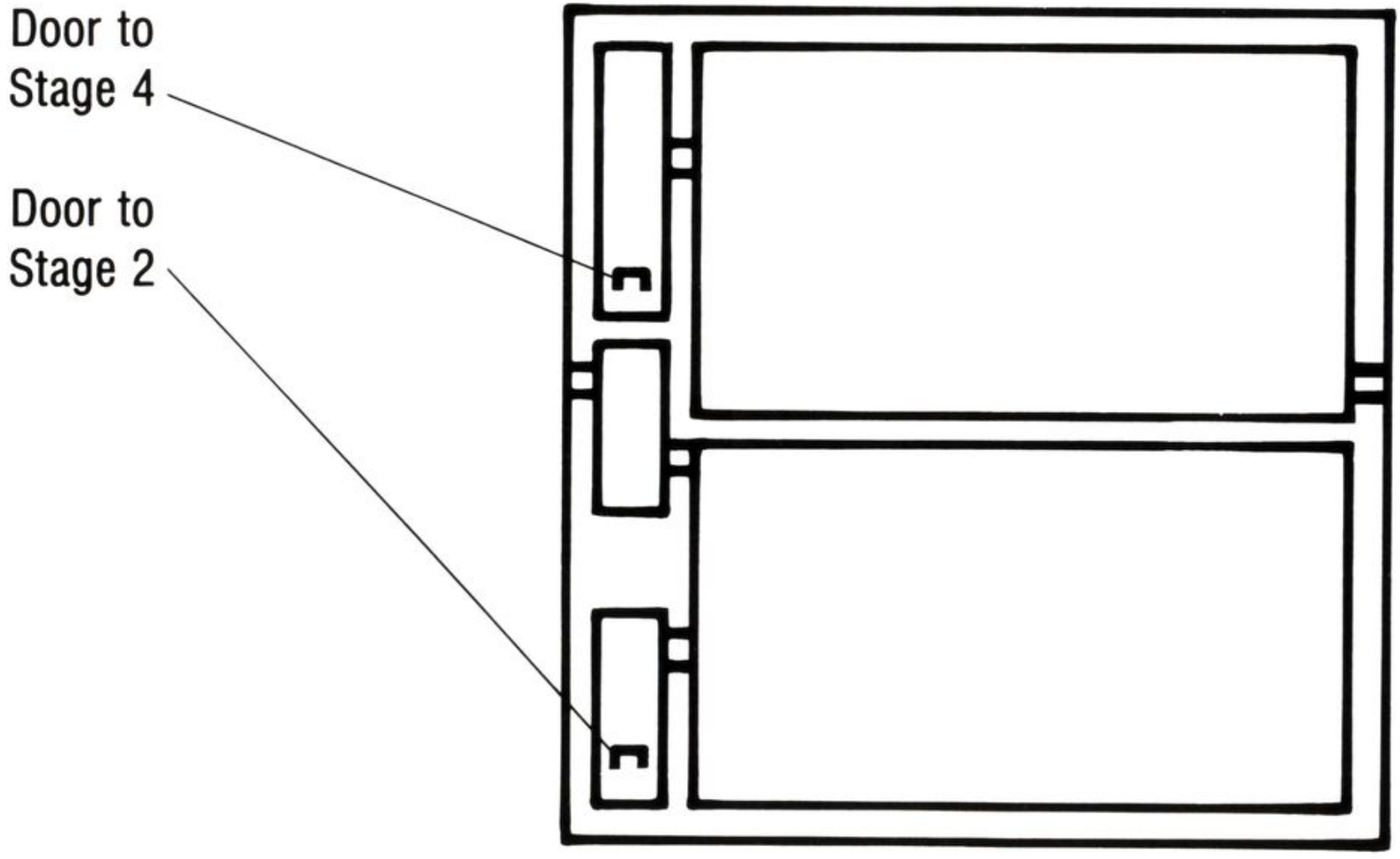
Stage Maps

Overall Map -

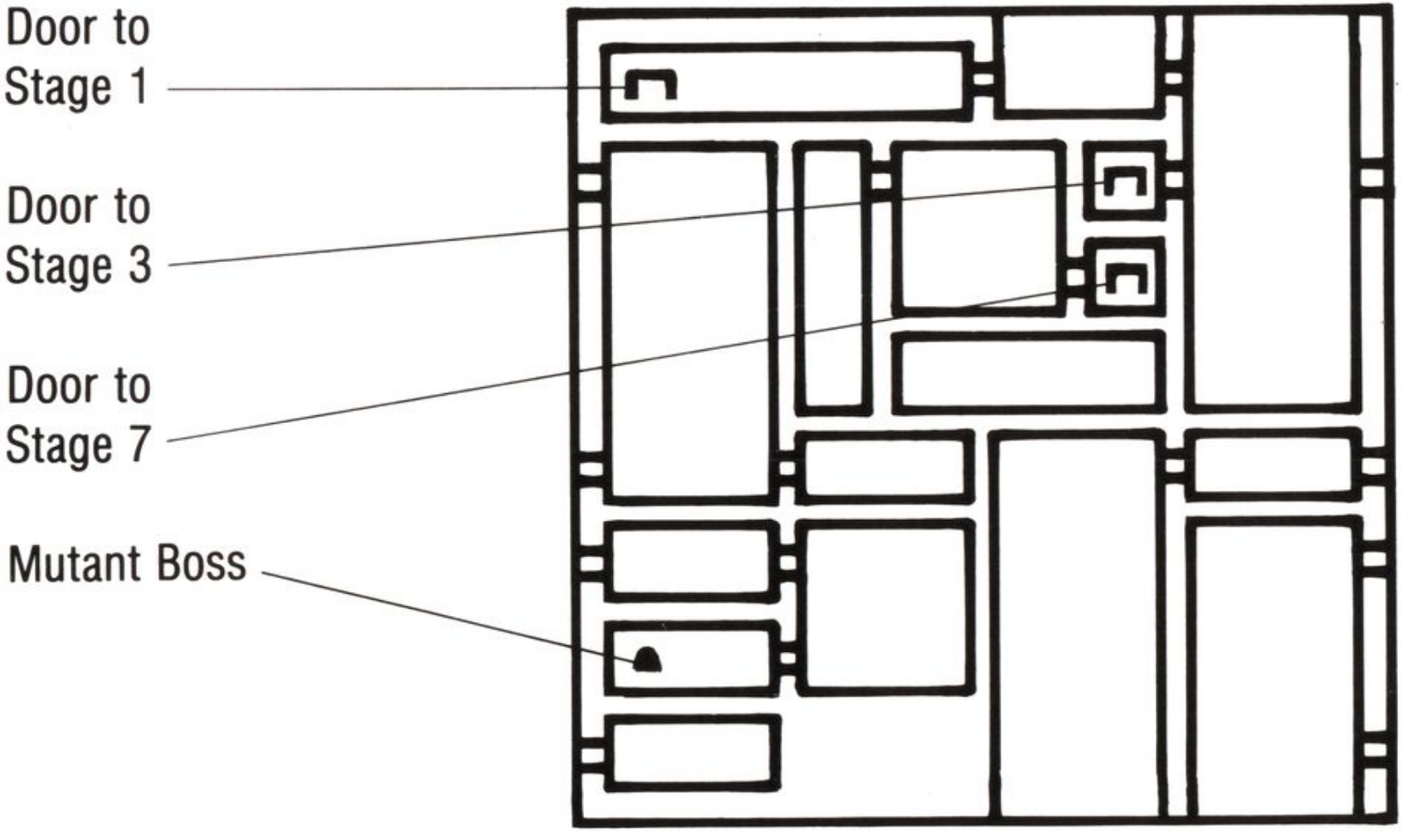


Use this map as a guide through the game.

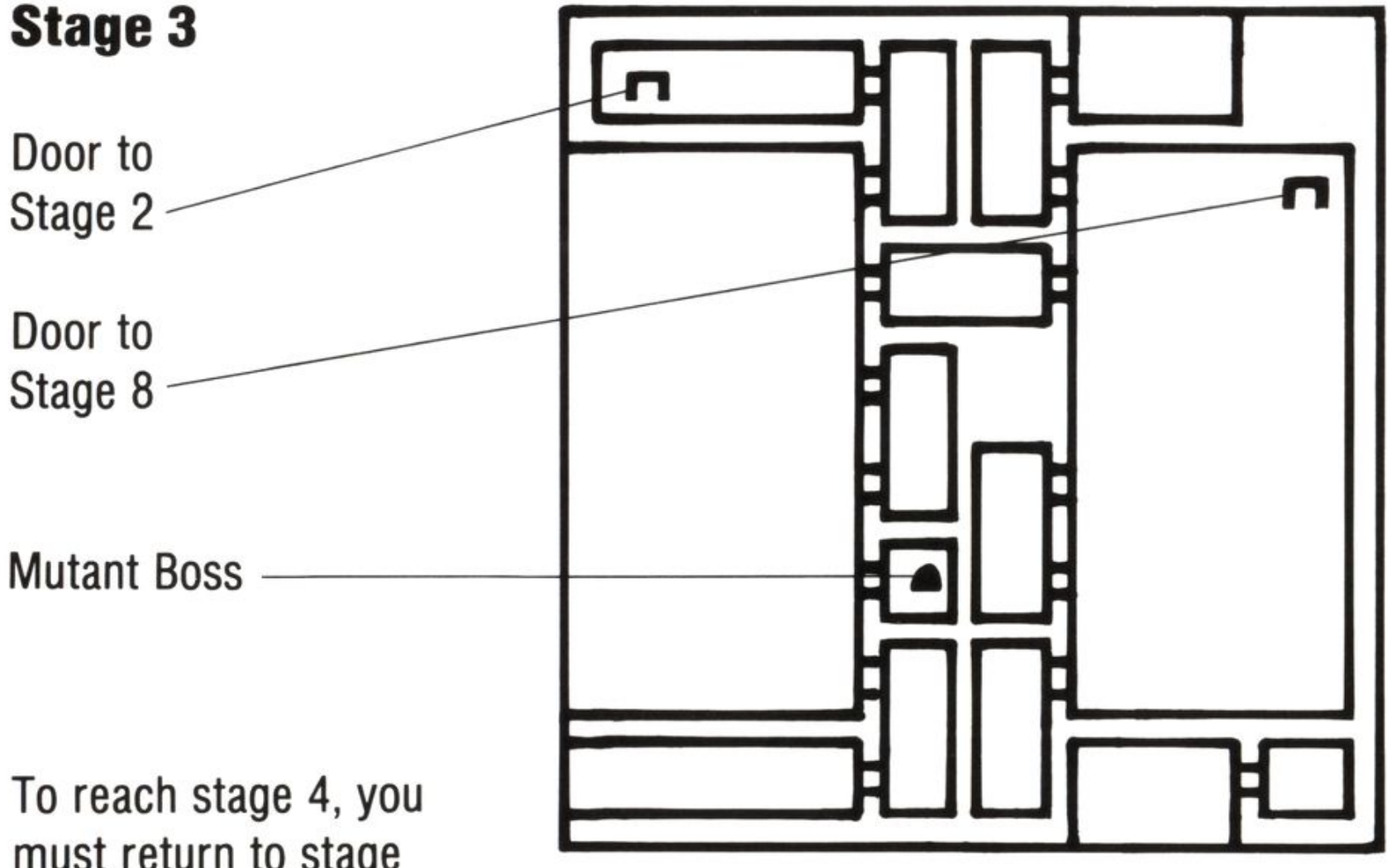
Stage 1



Stage 2



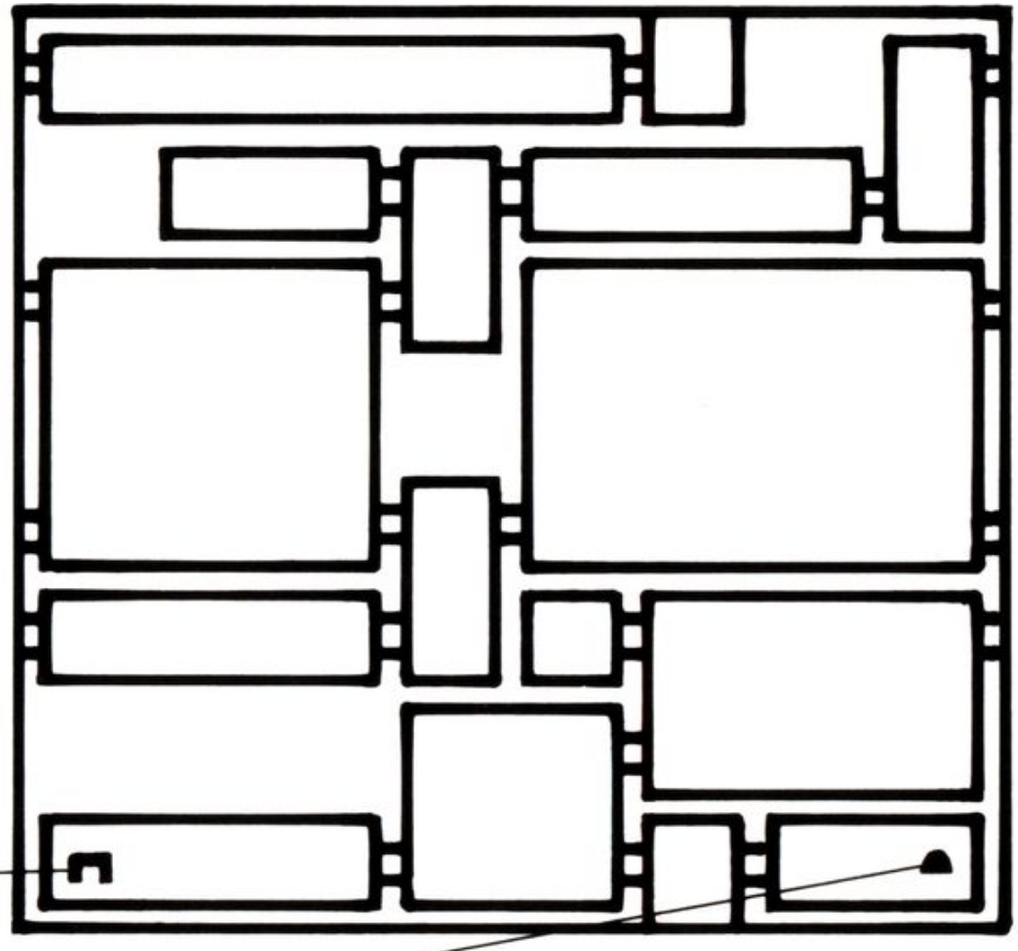
Stage 3



To reach stage 4, you must return to stage 2, then go to stage 1. The door to stage 4 is in stage 1.

Stage 6

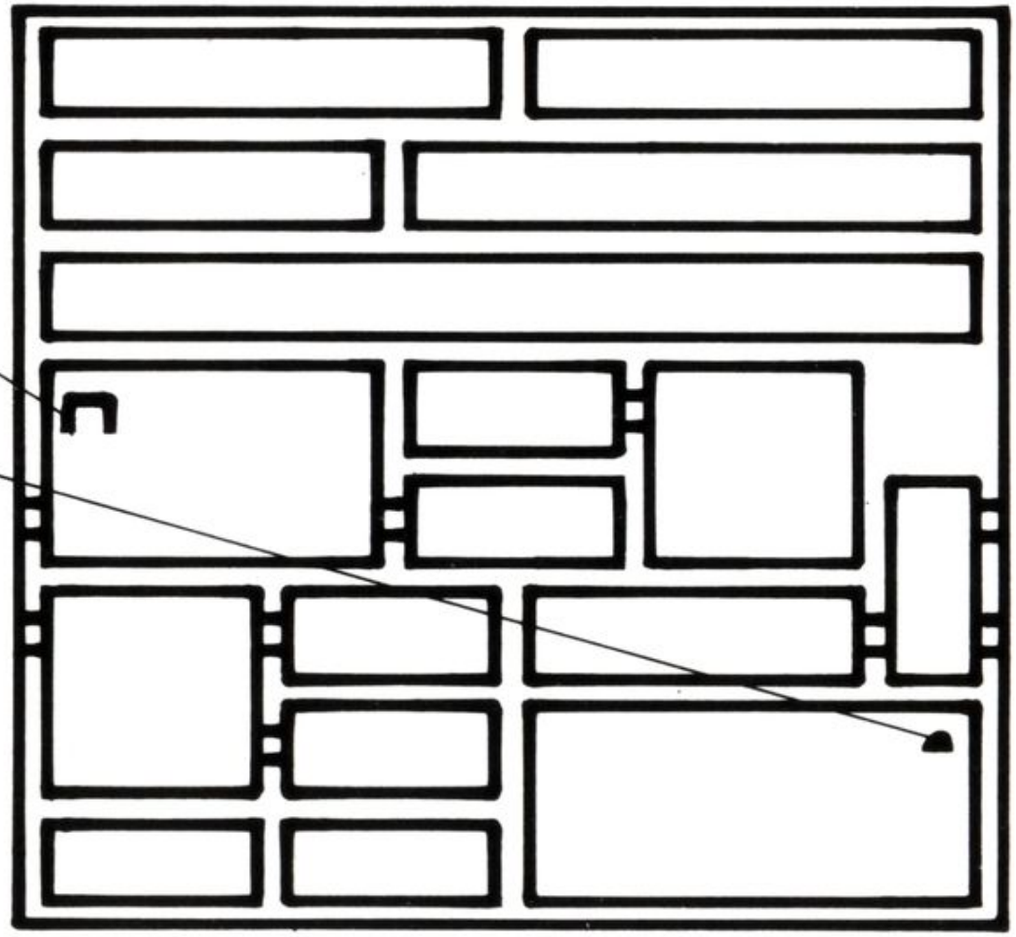
To reach stage 7, you must go back to stage 5, then stage 4, then stage 1, and finally stage 2. The door to stage 7 is in stage 2.



Stage 7

Door to
Stage 2

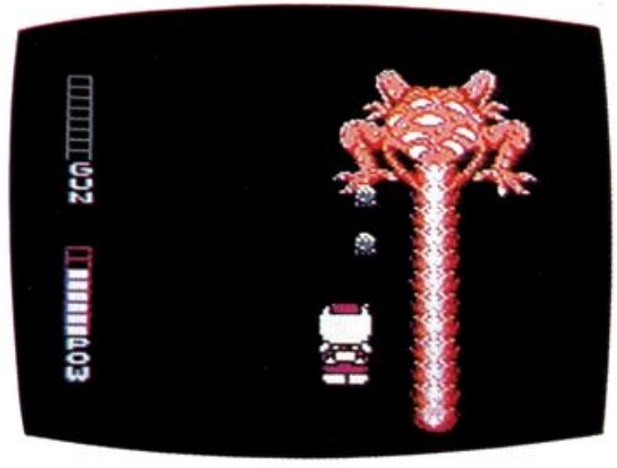
Mutant Boss

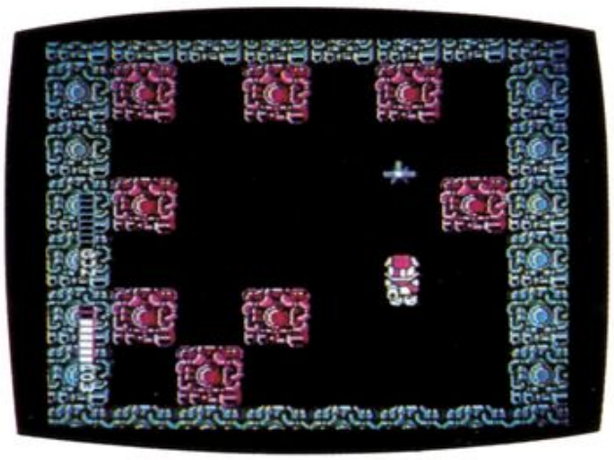


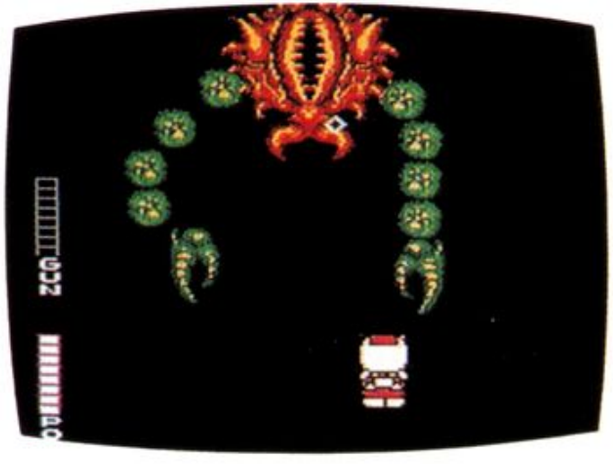
To reach stage 8, you must return to stage 2, then go to stage 3. The door to stage 8 is in stage 3.

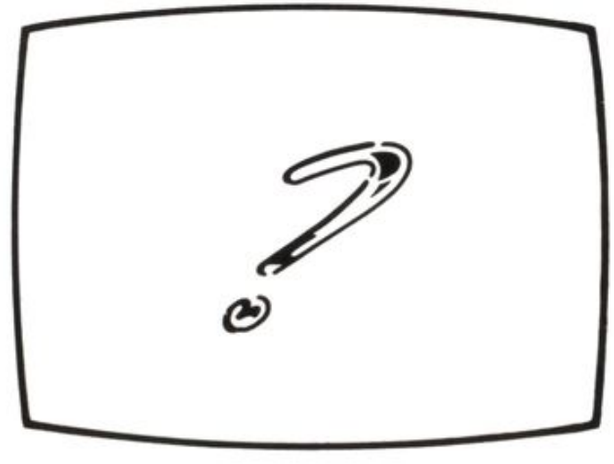
Mutant Bosses

You must discover, on your own, where these "Mutant Bosses" are. But we cannot show you the "Master Boss" in stage 8. He is most powerful of all.









Special Hint Chart

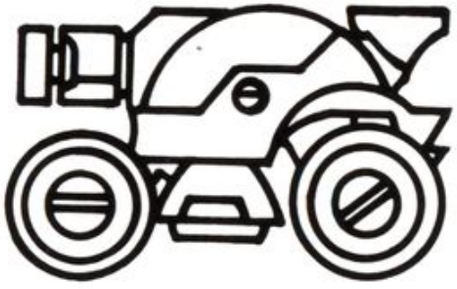
To Clear...	Hint
Stage 1	Earn the "Hyper" by destroying the "Mutant Boss" in stage 1. The Crusher will fortify your cannon for beating the enemy blocking the exit to stage 2.
Stage 2	Earn "Crusher" by destroying the "Mutant Boss" in stage 2. "Hyper" will fortify your cannon for blasting through the barrier to stage 3.
Stage 3	Earn "Hover" by destroying the "Mutant Boss" in stage 3 and returning to scene 1 — the gate to stage 4 is at the start of stage 1.
Stage 4	Earn the "Key" by destroying the "Mutant Boss" in stage 4. The first door to stage 5 is easy to open — to get to the other door, you must climb up and down 2 ladders to reach it.

To Clear...	Hint
Stage 5	Earn "Dive" by destroying the "Mutant Boss" in stage 5. You can clear stage 5 with "Dive".
Stage 6	Earn "Wall I" by destroying the "Mutant Boss" in stage 6. This will allow you to enter stage 7. The entrance to stage 7 is located in stage 2 — you must return to stage 2.
Stage 7	Earn "Wall II" by destroying the "Mutant Boss" in stage 7. The entrance to stage 8 is in stage 3. But first, you must return to stage 2, then go to stage 3.

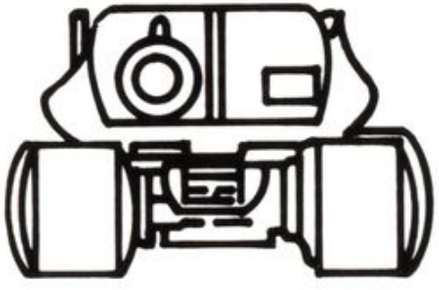
Vehicle Specs

Dimensions of Vehicle:

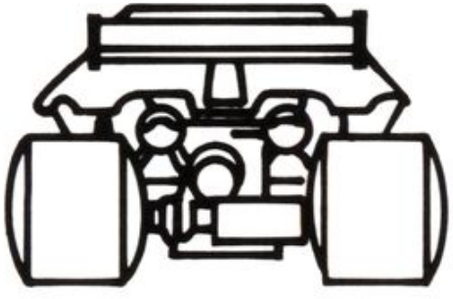
Height: 4.0 m
Length: 6.5 m
Width: 6.0 m
Horsepower: 16,000
Weight: 150 tons
Construction: Titanium



side view



front view



rear view

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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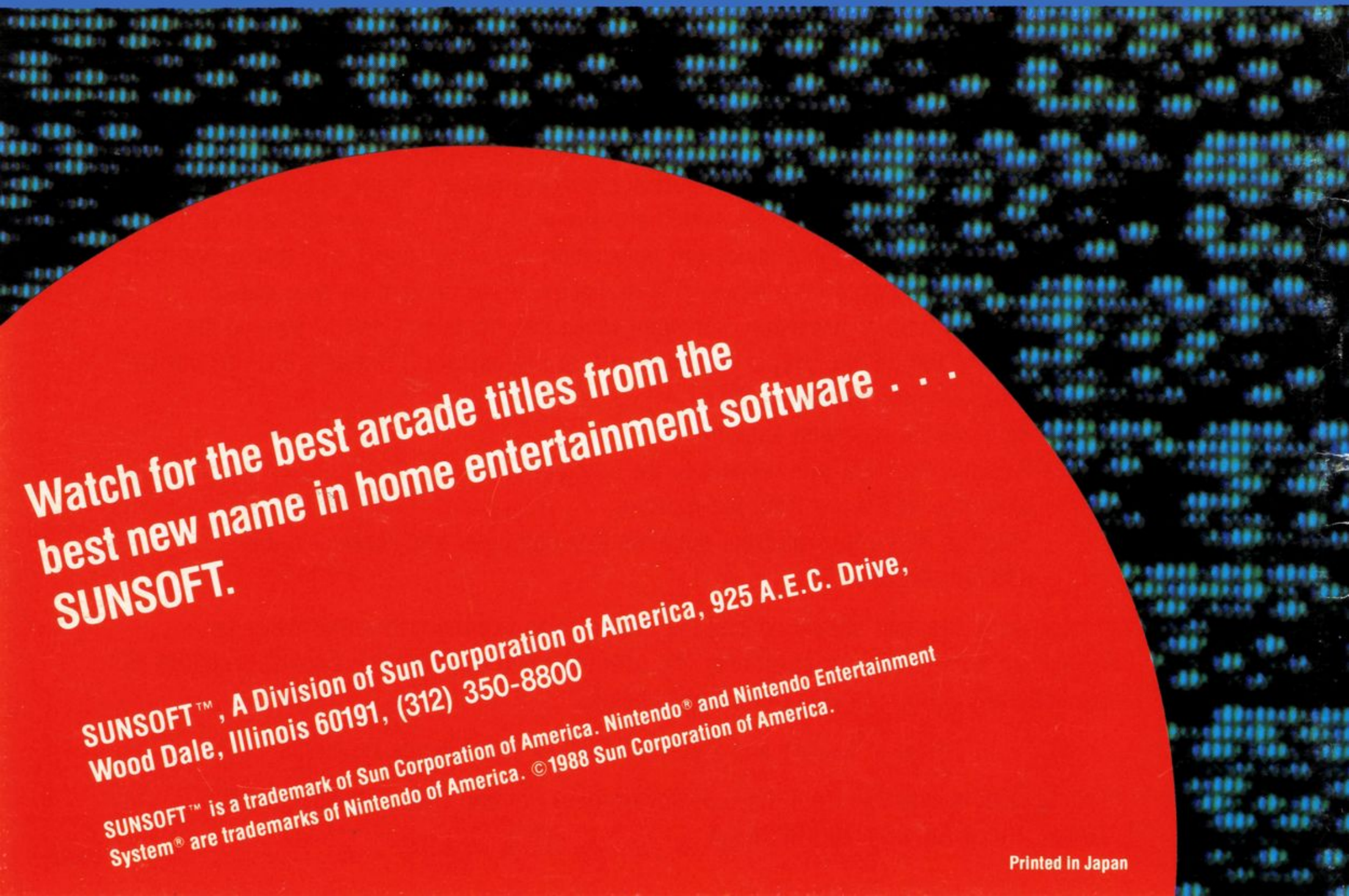

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